



The Backrooms

in: [The Main Nine](#), [Cluster I](#), [Levels](#)

English ▼

## Level 4: "Abandoned Office"

“I only realized the rain was cold because my skin carried the heat of my blood. My inner fire was burning with a strong ambition to keep going further, to not give into my fears. As I strode onward, my eyes caught the rainbows hidden behind the heavy clouds of storm and rain.”

— *A note found in a wanderer's journal discovered in Level 4.*

**Survival Difficulty: Class Habitable**

☁ **Safe**

☁ **Frequent Natural Hazards**

☁ **Devoid of Harmful Entities**

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*The first known image of Level 4. The area contains a plethora of windows, revealing the*

## 【I. General Outlook】



**Level 4**, also known as the "Abandoned Office", is an expansive, empty structure, with architecture resembling a modern office building. Despite this, **Level 4** is entirely devoid of furniture and other accessories one would typically expect to find in an office. Excluding the abalone-gray concrete pillars scattered about, spots on the carpet of the level appear to indicate that furniture may have been previously present at one point in time. Curiously, this level possesses an effect unseen in many other levels of the Backrooms, that being the presence of "seasons". They are referred to in this manner due to the level's exterior weather patterns changing every few months at a consistent rate. For the sake of ease, these seasons will hereafter be referred to as "Spring", "Summer", "Autumn", and "Winter" respectively. Contrasting the gray, monochromatic color scheme of the office, the whirling rain clouds visible outside the level's windows represent the only splash of color, varying from dark-gray to a slight grayish-blue, or even a dark heather-purple color during the Autumn and Summer seasons.

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res, specifically  
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shows no response, leading to the conclusion that the only constant source of

illumination in the level is the light that emanates through the various windows present intermittently along its walls. Remaining in **Level 4** for a long span of time during seasons when light is scarce is advised against, since it can cause low vision, blind spots, poor night vision, or blurry sight, while being in direct contact with natural hazards have led to reports of wanderers contracting: Pneumothorax (*collapsed lungs*), sleep apnea, or irregular heartbeats.

**Level 4** is widely regarded as a "rest stop" amongst wanderers, as a safe location for one to take a break during their journey. Due to this, the creation of colonies and outposts is considered highly lucrative; many sustained communities have begun and flourished in this level.

## 【I.1 General Outlook: Workrooms】

Despite the level's architecture suggesting the existence of multiple floors, descent by means of stairs has revealed the lack of a ground floor, and likewise, the lack of a top floor or roof. Even though the exploration of **Level 4** is limited in this aspect, wanderers can access other areas within the same floor, such as workrooms, smaller offices, or studios. While



fig 1.0 An image of a workroom in **Level 4** with a glass half-wall.

the main lobby of the level is empty and completely devoid of furniture, the smaller workrooms found within the same area are quite the opposite, having functional and somewhat new-looking fitments and chattels. These workrooms vary in size and length, as wanderers have reported rooms that have the fitting capacity of even fifteen or twenty people at the same time, while others have reported rooms barely fitting two people, creating the sensation of claustrophobia or enclosure. Aside from this anomaly which architects have been unable to find an explanation for, once a season transitions into the next, the appearance and style of the workrooms change gradually over time.

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concrete. The windows in these workrooms are typically covered by transparent curtains or an opaque surface that stops wanderers from seeing outside the offices. Despite this, the illumination of the LED lights is strong enough to brighten all the rooms in an equal manner with a white-yellowish luminescence, with some wanderers claiming that they tend to emit significant levels of warmth too.

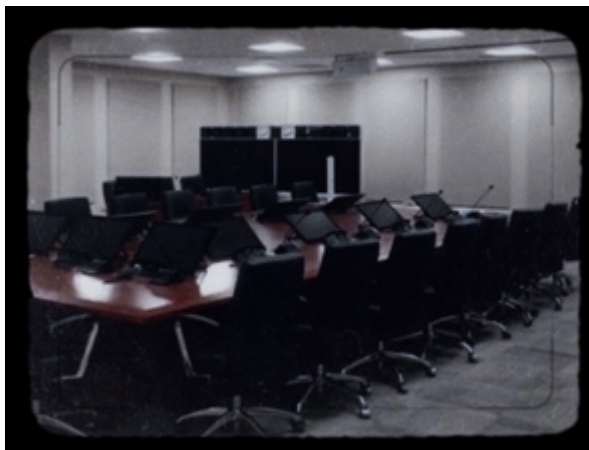


fig 2.0 An image of a workroom in **Level 4** with abundant computer devices and blocked windows.

Wanderers have reported a noticeable scent of fresh linen when entering the level's workrooms. The white panel desks located throughout the offices usually range between 1.6 - 2.2 meters in size, with an average height of approximately 0.6 - 0.72 meters; meanwhile, pedestal bundles are located under the right side of the tables. They



fig 3.0 An image of a workroom in **Level 4** lined with multiple conference tables and office chairs.

have three drawers with silver-metallic handles which scarcely contain food supplies, such as snacks, peanut muffins, smoothies or bottles of Almond Water. But, since the circumstances of finding solid supplies of alimentation are rare, most drawers and wastebaskets nearby are empty, or scarcely filled with various objects such as pamphlets, old notes, elastics, markers or scissors. Of note, a single decrepit journal belonging to a wanderer had been found in one of the workrooms and preserved by the **M.E.G.**, indicating that more unique objects can be found in the workrooms as well.

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no WiFi connection is present in this level and it cannot be accessed by any

means. Aside from the accessible gadgets, wanderers also reported finding typical office objects, namely xerox and printing machines, folders, notebooks, pens, pushpins, duct tape, paperclips, POS terminals, in-trays and out-trays, desktop organizers, small plants in flower pots, empty, white-grayish cups or bowls of ceramics, desk calculators or post-it notes.



fig 4.0 An image of a workroom in **Level 4** with various desks and exposed windows.

Swivel chairs are common in the workrooms, almost always paired with a desk. These chairs have a set of wheels for mobility and an adjustable height mechanism, similar to the chairs typical in offices in the **Frontrooms**. All chairs appear to be constructed from the same black polyester-like material, reportedly being very appealing to wanderers, with some noting that they are extremely comfortable when working at the desks. Other attributes revolve around its strength, flexibility, and capacity for not getting stained, which can be great for wanderers who suffer from different allergens, such as pollen and dust. Aside from these aspects, the swivel chairs are very breathable and comfortable, at the same time creating the impression that they were designed strategically to increase the productivity of those working at the computers. Some notes belonging to former wanderers have even reported describing the chairs as a good spot to rest your body in or to sleep on.

## 【II. Architecture of the Windows】



Differing from the previous levels, **Level 4** is the first level of the Backrooms to contain windows that depict scenery on the other side. Along the level's "exterior" walls, a multitude of windows are present at even intervals. These

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rain-scenery enjoyers. As wanderers enter the area, on the right side of the room, the following features may be observed:

- XOX Horizontal Slider windows measuring around 1.2 meters;
- Glass: It is speculated to be made of polycarbonate panels, but this has yet to be confirmed;
- Sills: Concrete similar to the office's walls;
- Mullion: Dusty, powder-white;
- The head of the windows is missing while the lintel resembles the same aspect as concrete;
- Black, fiber wires can be seen hanging down from the sill to the floor.

### 【III. The Rain】

0:51 / 1:00

“Each water drop sits on the window like a puddle that will never leave – perfectly formed, perfectly cold to break the skin. Even though I never got to feel the water stealing my body's heat at least just a tiny bit of the time... Perhaps, I could even enjoy the warmth of a long-forgotten shelter. The coziness of my suffering allowed me to become accustomed to the elements of the wind and cold. But I can't help thinking about the sun breaking one day. What if each drop would sparkle with light then? Would the warmth seep through and bring a new reality? I think I'd like to see this. Or... even enjoy it quite a lot.”

– A note found in a wanderer's journal. It is believed the entry was written during a thunderstorm taking place in the Summer season.

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ng the rain from  
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to change gradually at 5-month intervals. The seasons recorded so far are

Winter, Spring, Summer and Autumn, which respectively present very familiar characteristics, likely the equivalent of natural seasons in the **Frontrooms**.

### 【III.1 The Rain: Spring Season】



*A.I.-generated scenery illustrating the season's rain, accompanied by a rainbow*

Spring is the rainiest season of all the four recorded throughout the course of a year in terms of quantity of precipitation and days where rain is active. During this season, the best precipitation dynamics of Winter and Summer converge and the temperature can reach between 12°C - 18°C. The explanation on why the Spring season is the best one to stay in is rather simple, focusing on the fact that the warm air holds more moisture than colder air and the air gets naturally mellower. If Winter had blizzards as its main natural disaster, the Spring season has the constant presence of thunderstorms as its main natural disaster.

The top of the clouds is pure white as the bottom part is a darkish-spruce or denim blue tone, depending on the rain's intensity. If the clouds revolve around the white and blue game of color tones, the raindrops are light-gray, thick, and

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spotted

er recorded in  
nitted as they

could not enter in direct contact with any manifestation of the thunderstorms. Though, in reality, lightning is the most obvious threat to wanderers. Standing immediately in front of the windows when a lightning bolt strikes can cause temporary blindness, a ringing sensation in the ears, and hair to stand on its ends due to the introduction of static electricity into the immediate area affected.

### 【III.2 The Rain: Summer Season】



*A.I.-generated scenery illustrating whirling dark-purple clouds with bits of a clear sky visible through the lightning.*

The Summer season is widely known as the time of the year where heavy rainfall takes place, as the sun becomes overheated right after the end of Spring. The temperature can oscillate between 22°C - 24°C, but the extreme degree recorded in this level was between 40°C - 42°C.

The clouds have a purple/magenta color; however, those shades are often scattered, creating patches that appear to have less purple than others. This can be concluded to the lightning itself cutting through the light rays, projecting this scenery.

Only found in this season, convective rain is a common natural phenomenon

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manifests for a long duration, often accompanied by thunderstorms and thunder lightning. Rays of sun can be spotted beneath the clouds sometimes as well, especially after an episode of heavy rain.

There have been reported phenomena of dry thunderstorms, which, in result, bear much more rain than what is considered "usual". Although it is not comparable to its Spring counterpart, it can still be quite difficult to carry on with typical/common tasks and should not be a matter taken lightly by wanderers.

### 【III.3 The Rain: Autumn Season】

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*A.I.-generated scenery illustrating a calm sky filled with orange, white, and gray-pi*

The Fall Season (also known as "Autumn" in some places) is among the most passive of the seasons. Rain and thunderstorms are still frequent, but not as long-lasting as in Spring, nor as intense as in Summer. Typically only for this interval of time, the sky is overcast in a peaceful contrast of yellow, orange, white, gray, and slightly purple spectre, but rays of sun can be often spotted poking through the gloomy ceiling-like look these clouds provide. Most had associated the Autumn Season with the feeling of melancholy since the possibilities of the Summer are gone while the coolness of the Winter is on the horizon.

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15°C, a  
half of Autumn  
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period, favorable conditions are created for wanderers to form colonies and

outposts since the manifestations of the rain are minimal and the temperature can reach 10°C - 15°C.

Toward the end of Autumn, the frequency of cyclones increases as cold masses of air penetrate through, resulting in the general temperature lowering (10°C - 3°C) and the appearance of the first frosts. The raindrops begin to cool and eventually freeze into snowflakes while the clouds take more of a white coloring. This can be considered a sign, or even a warning, for all the wanderers residing in the level to leave because it symbolizes the gradual transition into the Winter season.

### 【III.4 The Rain: Winter Season】



*A.I.-generated scenery illustrating snowflakes falling from the clouds in dance-like*

Instead of the typical raindrops present in other seasons, the precipitation within this period of time is formed from large, cold snowflakes. The presence of blizzards is a constant event classified as a "natural disaster", as the temperature can drastically drop to a negative degree (varying from 0°C to even (-10)°C)

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windows, creating the illusion of a softly-grayish tone of color to the glass surface. Other wanderers have reported witnessing chunks of ice falling down from the clouds alongside the snowflakes during the Winter season, but no picture has captured this phenomenon so far.

#### M.E.G. Medicinal Notice:

The Winter Season has been classified as the most passive level in terms of manifestations, but the most aggressive when it comes to its natural disasters' effects on wanderers. Spending an extended period of time in the level during the Winter season is strongly advised against, as its temperature may plummet from below zero degrees Celsius to -10 degrees Celsius.



#### Reason:

The following illnesses that can be caught in **Level 4** are listed below:

☞ Hypothermia (Symptoms: Uncontrollable shivering, profound exhaustion, fumbling hands, signs of memory loss, slurred speech or drowsiness);

☞ Frostbite (Symptoms: "Pins and needles", aching or throbbing in the affected area, numbness, loss of normal skin color, wax-looking skin or muscle stiffness that lead to clumsy locomotive movements);

☞ Trenchfoot (Symptoms: Tingling sensations, general pain, cold and blotchy skin as in the post-hyperaemic phase is starting to affect the nerve damage at the foot level);

☞ Chilblains (Symptoms: Itchy, red areas on hands, skin ulcers, skin color).

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-related

ailments, experts recommend to take the following advice into consideration:

- Pay attention to your emergency supply kits.
- Avoid bringing heating devices into the level that are meant for outdoor use. It can lead to the destruction of the integrity of the office rooms and the potential harm of other wanderers within the same area.
- It is important to wear thick clothes; it is preferred to wear several lightweight, warm, cozy layers of clothing rather than one layer of heavy clothing (such as a jacket).
- Remove the pieces of clothing that get wet during exploration.
- Move to a warmer room in the level, one as far as possible from the windows. Smaller rooms better maintain the warm temperature.

## 【IV. Studies and Recordings: Analysis on Level 4】

### || Addendum 1 ||

#### • Expedition Log – INTRODUCTION

「20/11/2021 – Saturday, 4:48 P.M.」

*I am an M.E.G. explorer within a Regiment consisting of twelve researchers; I would prefer not to disclose any further details about my identity, so consider this written document a mystery, an enigma, while trying to decipher the message I hope to transmit through a few lines of words.*

*I had managed to get into **Level 4** after going through a generator-controlled door in the ~~previous level~~, the one revolving around electrical machines and*

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*en though I do  
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## Addendum 2

### • Expedition Log – Entry 1: "Embraced by the Lineage of a Curse"

#### Notice:

Data retrieval

successful!

Fetching data...



「20/11/2021 – Saturday, 11:06 P.M.」

*Running became my way to feel a sense of control in a life where I had none to begin with, converting all my emotional suffering and agony into miles just because I had the unlucky chance of getting stuck in this endless loop of ups and downs. Others, perhaps, could have gotten the chance to pick their poison from fitting in or surrendering. But for me? What else was I supposed to do when the ground felt like crumbling just beneath my painfully-aching feet, and the walls of burnt-brown bricks narrowed ever-so-slowly around me? The **electrical station's** walls seemed as if they had stood for generations, keeping the interior sheltered from any signs of destruction.*

*The feeling of genuine and sincere fear triggered this hell of a place, with everyone in it, to be buried underground and completely forgotten as time passed by. I could feel an overwhelming suffocation making its way to my face and throat – but I knew exactly why this was happening; despite being chased by an enemy I could not see, I tried to remain calm and regain my composure, closing my eyes and taking deep, slow breaths, even if the nightmares from the deepest reaches of my mind started to corrupt the scenery in front of me.*

*"Get to them before they get to you." That was always my mentality to overcome my trepidations. After all, your own thoughts create your immediate reality. People's fears are triggered by real threats and by memories of threats;*

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*if we have  
an challenge  
ionally,  
someone to  
going to betray*

*you when you need them the most? How can you think with a clear, fresh mind*



*about a future that seems so bright, positive, and close when the immediately crude present lies bare at your feet, clawing your legs and never letting go, no matter how hard you try?*

*My tired eyes dilated at the view of a generator-controlled door. I wanted to scream, cry out of happiness, call for help or at least stop for a moment to catch my breath, but I couldn't. The stark contrast of the door's light-gray and dark-blue sent shivers down my spine as my chest felt like aching. My right hand moved without thinking, wrapping my fingers around its metallic handle and pulling the heavy door toward me. In the abstraction of the moment, I found myself on the other side of the door, the loud slamming of the ponderous door behind me making my eardrums feel like they were erupting on the spot.*

*Oh my God. Had I finally left that confined zone? This new area was akin to a warm welcome to a house filled with peace, a portal to a brighter state of mind; the doorway stood there as if it were an invitation to a new adventure, a new challenge and a new chance to earn the merit of exploring further. Surprisingly, a musical vibration appearing to come from a small radio synchronized with a low, comfortable buzzing of unknown origin. I closed my eyes to hear it — my ears felt like capturing each note of the subtle and delicate tune, as they were long-since accustomed to fluorescent buzzing...*

*Beneath heavy eyelids, I let my eyes flutter open slowly again.*

*A mellow, melancholic amalgam of gray colors, ranging from charcoal to cloudy, drowned the scenery before me. The only aspect that brought life to this empty office-like structure was the wispy, silvery sky outside the windows. The sweet music that maintained this sacred place's tranquility was suddenly replaced with the loud pattering of rain on glass; water drops bigger than prairie hailstones hit the surfaces of the windows.*

*Is that... rain? It's been so long since I've last seen daylight.*

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**Warning:**

Data retrieval failed.



**Major Explorer  
Group**

**Reason:**

The following data is heavily corrupted and is currently undergoing decryption. Estimated time until recovery:

**16 days, 8 hours, 47 minutes and 11 seconds.**

## 【V. Colonies and Outposts】

Currently, the **M.E.G.** has recorded two officially documented colonies and outposts within **Level 4**:

### ***B.A.S. (Backrooms Analytical Squadron)***

- An organization found exclusively in **Level 4** with the primary objective of focusing on the exploration of the office's structure, secrets, and connections to the Frontrooms;
- The group consists of skilled scientists, professionals in the medical field, reporters, and architects;
- The B.A.S. is known for their several discoveries in the Backrooms;
- Known for maintaining good relations with The Maintenance Workers in **Level 3**;
- They are friendly and open to trade with wanderers, although a lot of them are quite reserved and do not present a welcoming sight for newcomers.

### ***S.R.C. (Society of the Red Cross: Natural Sciences and Medicine)***

- A medicinal and pharmaceutical organization focused primarily on maintaining and providing for the health of wanderers who pass by;

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dignity;

- Known to stockpile food, medical supplies and other necessary resources in order to help wanderers have a safe time in **Level 4**;
- They are friendly and welcoming towards anyone who enters in contact with them; up for trade as long as the object the wanderer trades can serve in healing a harmed human being.

## 【VI. Entrances and Exits】

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### 【VI.1 Entrances】

There are 7 currently known methods of entering **Level 4**:

- One may enter this level from **Level 3** via a door labeled "office sector";
- Entering a flatly-colored wooden door on **Level 30** may lead one to this level;
- Some doors in **Level 54**'s **Floor 2** have a chance of leading to this level;
- Entering a double side door with a "No Exit" sign in **Level 7** may lead one to this level;
- Extended hallways in **Level 37** lacking any water may eventually lead to **Level 4**;
- Certain areas in **Level 47** may seamlessly lead one to this level;
- This level may be entered via an orange door in **Level 153**.

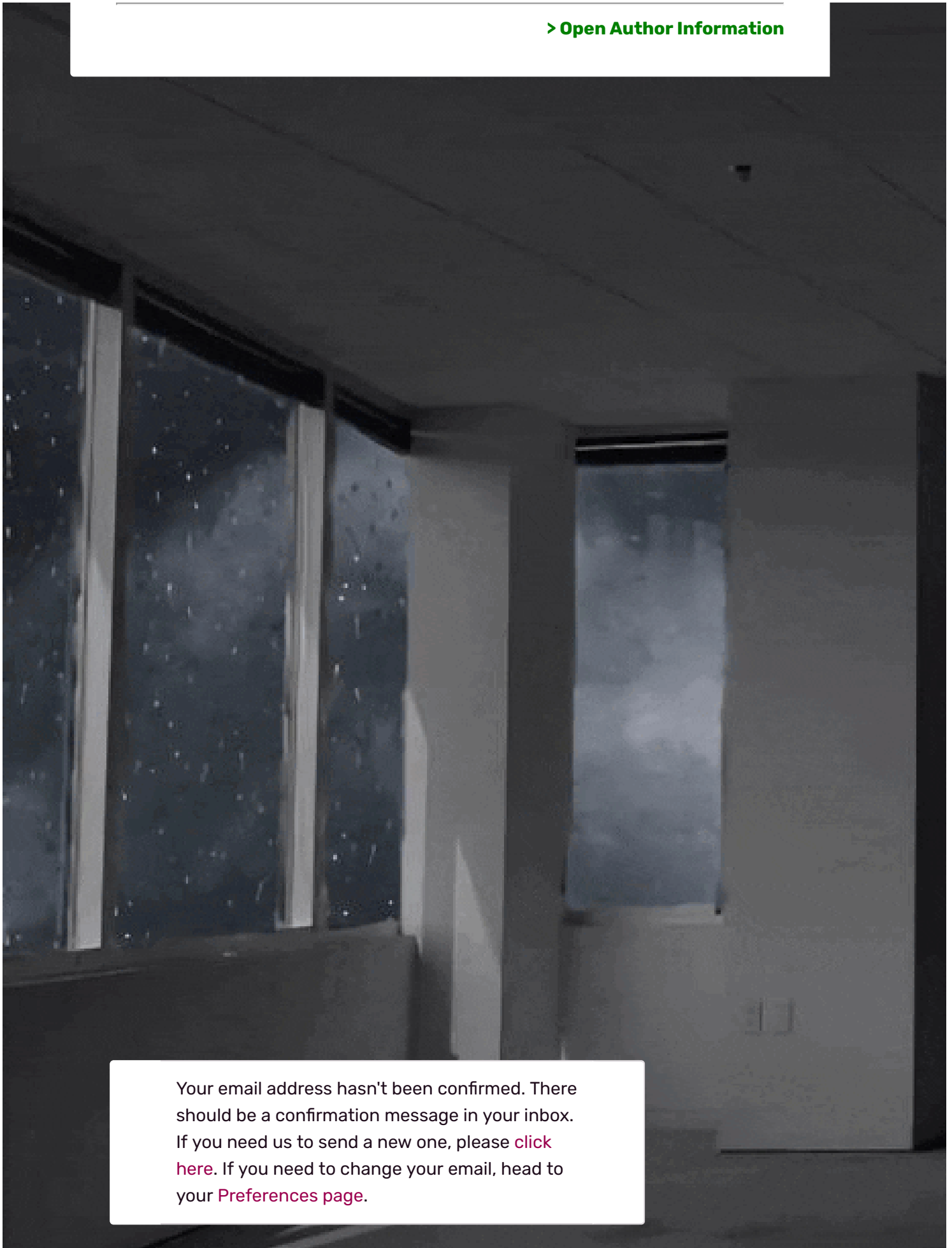
### 【VI.2 Exits】

There are 8 currently known methods of exiting **Level 4**:

- Coming upon an ornately-decorated door emanating disquieting classical music may lead to **Level 5**;
- One may enter **Level 6** by chance upon the lights in the level going out;
- Forcing open a window and climbing out during a heavy thunderstorm may lead one to **Level 11** or **Level 37**;
- Entering a door labeled with a "rose-flower" symbol may lead one to **Level 83** or **Level 150**;
- Entering a door labeled with an "ocean wave" symbol will lead one to **Level**

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**Level 153**;  
**Level 273**;  
**Level 332**.

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